
Subject: my first w3d model =D

Posted by [JsxKeule](#) on Sat, 16 May 2009 16:22:06 GMT

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i know its just converted
but im proud of it
my first w3d weapon
the dragunov sniper rifle

File Attachments

1) [snip.JPG](#), downloaded 755 times

COMM

JS



2) [snip2.JPG](#), downloaded 762 times



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JsxKeule

Subject: Re: my first w3d model =D
Posted by [Tupolev TU-95 Bear](#) on Sat, 16 May 2009 16:24:36 GMT
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im getting it

how did u make big shine

Subject: Re: my first w3d model =D
Posted by [JsxKeule](#) on Sat, 16 May 2009 16:25:59 GMT
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added some effects

Subject: Re: my first w3d model =D
Posted by [Player](#) on Sat, 16 May 2009 16:28:09 GMT
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Not bad for you first model
By the way, your Signature looks really good

Subject: Re: my first w3d model =D
Posted by [JsxKeule](#) on Sat, 16 May 2009 16:35:32 GMT
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Ben wrote on Sat, 16 May 2009 18:28Not bad for you first model
By the way, your Signature looks really good

ErroR made it for me big thnx to him

Subject: Re: my first w3d model =D
Posted by [Gen_Blacky](#) on Sat, 16 May 2009 16:37:54 GMT
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this gun has already been done by at least 3 different people.

Subject: Re: my first w3d model =D
Posted by [JsxKeule](#) on Sat, 16 May 2009 16:40:48 GMT
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yeah maybe

but i made it for me and thats the good thing on it^^

Subject: Re: my first w3d model =D
Posted by [nope.avi](#) on Sat, 16 May 2009 17:03:17 GMT
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Nice, is that water an effect you added in for effect or do you have it ingame

Subject: Re: my first w3d model =D
Posted by [Tupolev TU-95 Bear](#) on Sat, 16 May 2009 17:04:07 GMT
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Gen_Black wrote on Sat, 16 May 2009 17:37this gun has already been done by at least 3 different people.

Hey its his first time im gonna give credits to him as i know shit about modeling

Subject: Re: my first w3d model =D
Posted by [Reaver11](#) on Sat, 16 May 2009 19:06:29 GMT
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JsxKeule wrote on Sat, 16 May 2009 18:22i know its just converted

He didnt model anything he just converted it. Also reduce the shine you can hardly see the backmodel.

For the rest nice model ps look at the renegade 500 sniper supplied in leveledit to get the hand positions better.

Subject: Re: my first w3d model =D
Posted by [JsxKeule](#) on Sat, 16 May 2009 19:23:51 GMT
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Baker wrote on Sat, 16 May 2009 19:03Nice, is that water an effect you added in for effect or do you have it ingame

the effect is ingame

to reaver
yeah i can make that

or try is better

Subject: Re: my first w3d model =D

Posted by [JsxKeule](#) on Sun, 17 May 2009 12:04:45 GMT

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my new flamer laser rifle

(the hand positions are not perfectly for the weapon

File Attachments

1) [laser.JPG](#), downloaded 513 times

Unit ready.



200
100

Credits: 99623

Time Remaining

Subject: Re: my first w3d model =D
Posted by [ErroR](#) on Sun, 17 May 2009 12:11:46 GMT
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lol what the fuck

Subject: Re: my first w3d model =D
Posted by [Dreganius](#) on Sun, 17 May 2009 12:27:25 GMT
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Nice Dragunov. And what, your sig is good? Sorry. It's not that great...

Subject: Re: my first w3d model =D
Posted by [Scrin](#) on Sun, 17 May 2009 12:27:29 GMT
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ErroR wrote on Sun, 17 May 2009 22:11lol what the fuck
:unsure:

Subject: Re: my first w3d model =D
Posted by [ErroR](#) on Sun, 17 May 2009 12:41:15 GMT
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Dreganius wrote on Sun, 17 May 2009 15:27Nice Dragunov. And what, your sig is good? Sorry.
It's not that great...
that's just red alert 3 font

Subject: Re: my first w3d model =D
Posted by [JsxKeule](#) on Sun, 17 May 2009 15:04:22 GMT
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i awnted to make a new shotgun
or better i wanted to pimp the original one
the result is not perfect but good
i have finished it for third person
but when i want to rotate the shotty for the f_gm_shot.w3d file just the laser and some parts of the
scope will rotate so whats the problem

and here is the shotty^^

File Attachments

1) [shot.jpg](#), downloaded 481 times



JsxKaule

Credits: 10015
Time Remaining: 100

Subject: Re: my first w3d model =D

Posted by [Tupolev TU-95 Bear](#) on Sun, 17 May 2009 15:11:25 GMT

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shotrifle gun

Subject: Re: my first w3d model =D

Posted by [LR01](#) on Wed, 20 May 2009 14:16:42 GMT

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what does your flamerlaser rifle fire?

Subject: Re: my first w3d model =D

Posted by [JsxKeule](#) on Wed, 20 May 2009 14:26:08 GMT

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laser

but without muzzleflash

Subject: Re: my first w3d model =D

Posted by [The Party](#) on Wed, 20 May 2009 14:27:01 GMT

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lol you should get some gun blenders off of turbosquid.
